

“GAMING MACHINE” referred to as Attorney Docket No. SHO-0041, “GAMING MACHINE” referred to as Attorney Docket No. SHO-0042, “GAMING MACHINE” referred to as Attorney Docket No. SHO-0043, “GAMING MACHINE” referred to as Attorney Docket No. SHO-0044, “GAMING MACHINE” referred to as Attorney Docket No. SHO-0045, “GAMING MACHINE” referred to as Attorney Docket No. SHO-0046, “GAMING MACHINE” referred to as Attorney Docket No. SHO-0047, “GAMING MACHINE” referred to as Attorney Docket No. SHO-0048, “GAMING MACHINE” referred to as Attorney Docket No. SHO-0049, “GAMING MACHINE” referred to as Attorney Docket No. SHO-0050, “GAMING MACHINE” referred to as Attorney Docket No. SHO-0051, “GAMING MACHINE” referred to as Attorney Docket No. SHO-0052, “MOTOR STOP CONTROL DEVICE” referred to as Attorney Docket No. SHO-0053, “GAMING MACHINE” referred to as Attorney Docket No. SHO-0054, “GAMING MACHINE” referred to as Attorney Docket No. SHO-0055, “GAMING MACHINE” referred to as Attorney Docket No. SHO-0056 and “GAMING MACHINE” referred to as Attorney Docket No. SHO-0057, respectively, all the applications being filed on Oct. 31, 2003 herewith. The co-pending applications including specifications, drawings and claims are expressly incorporated herein by reference in their entirety.

1. A gaming machine comprising:

a rotatable reel having a plurality of symbols drawn on an outer periphery thereof; and

reel illuminating means for illuminating the reel,

wherein the reel illuminating means has a function to illuminate the reel upon turning on the gaming machine.

2. A gaming machine comprising:

a rotatable reel having a plurality of symbols drawn on an outer periphery thereof; and

reel illuminating means for illuminating the reel,

wherein the reel illuminating means has a function to illuminate the reel at all time when the gaming machine is ON.

3. A gaming machine comprising:

a rotatable reel having a plurality of symbols drawn on an outer periphery thereof; and

reel illuminating means for illuminating the reel,

wherein the reel illuminating means has a function not necessarily to illuminate the reel when an effect image is shown, but to illuminate the reel when the effect image is not shown.

4. The gaming machine according to claim 1, further comprising:

a display device for displaying an image, the display device being disposed in front of the reel; and

display control means for controlling the display device to display the image relating to a game,

wherein the display control means has a function to display the image of relatively high transparency on the display device.

5. A gaming machine comprising:

a display device for displaying an image;

display control means for controlling the display device to display the image relating to a game;

an image display unit having the display control means; and

power source feeding means for feeding power to the display device and the image display unit independently from each other.

6. The gaming machine according to claim 5, further comprising:

an image state keeping board having image state keeping means for receiving a signal of the image fed from the display control means to display the image on the display device, and for controlling the display device to be kept into a predetermined state when the signal of the image is abnormal.

7. The gaming machine according to claim 5, further comprising:

a rotatable reel having a plurality of symbols drawn on an outer periphery thereof,

wherein the display device is disposed in the front of the reel.

8. The gaming machine according to claim 5, further comprising:

power source relay means for relaying power fed from the power source feeding means so as to branch and supply the power to the image display unit and the display device.

9. The gaming machine according to claim 5,

wherein the image display unit is built in an upper portion of the gaming machine.

10. A display device for a gaming machine comprising:

a display device for displaying an image;

display control means for controlling the display device to display an image relating to a game;

an image display unit having the display control means; and

power source feeding means for feeding power to the display device and the image display unit independently from each other.

11. A gaming machine comprising:

a display device for displaying an image;

display control means for controlling the display device to display an image relating to a game;

an image display unit having the display control means;

an image state keeping unit having image state keeping means for receiving a signal of the image fed from the display control means to display the image on the display device, and for controlling the display device in a predetermined state when the signal of the image is abnormal; and

power source feeding means for feeding power to the image state keeping unit and the image display unit independently from each other.